

Qt Strategy & Roadmap

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Qt 5.0 Beta 2 released today





Strategy



Support our user base on Desktop PCs





Embedded devices require User Interfaces



The framework of choice for embedded Uls





The world is connected



Qt Applications can be connected





Time to market matters



Create best in class Tooling Solutions





Two Smartphones sold for every PC





One tablet sold for every three Laptops





40 % Android 30% Windows 20% iOS & Mac OS X 10% Others



The worlds leading Cross Platform Framework





Qt Project & Community

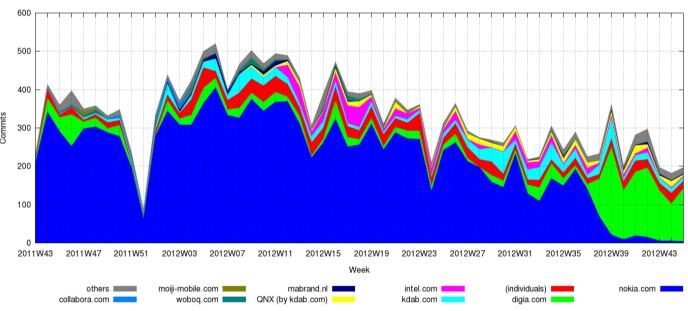




25.000 commits 450 different committers







Top Contributors: Nokia, Digia, KDAB, RIM, Intel





What's in Qt 5?





Compatible with Qt 4

99% Source compatible





Widgets fully supported

On all desktop platforms



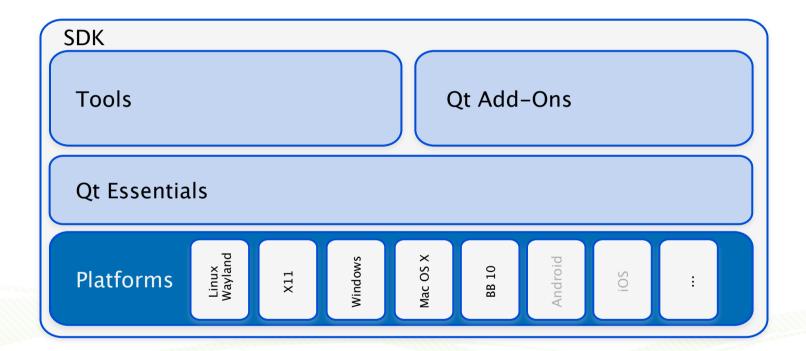


Modular architecture

Only include the modules you need











Essentials

- Qt Core
- Qt Network
- Qt Gui
- Qt Widgets

- Qt Sql
- Qt Qml
- Qt Quick
- Qt Multimedia
- Qt Webkit











Add-on modules

Fully supported

- Qt Concurrent
- Qt Print Support
- Qt DBus
- Qt Testlib
- Qt Xml Patterns
- Qt ActiveQt
- Qt Help
- Qt Graphical Effects
- Qt Declarative (Quick 1)

Supported but deprecated

- Qt OpenGL
- Qt Xml
- Qt Svg
- Qt Script & Script Tools





Qt Platform Abstraction

Used for all ports





New Graphics Architecture

Optimal use of your GPU





C++II Support

Enabled on compilers that support it





Signals/Slots

New template based connect mechanism





Unicode throughout





Qt Core & Qt Network

- JSON support
- Mimetype support
- QStandardPaths
- QRegularExpression based on PCRE
- QDnsLookup
- Improved support for IPV6
- Improved SSL handling





- QWidget based classes moved to Qt Widgets
- Window system integration and graphics
- Integrated and greatly improved OpenGL support
- QOpenGLPaintDevice





Qt QML & Qt Quick

- brand new, enhanced QML engine
- Improvements to the type system
- Improvements to Import and module handling
- Drawing based on an Open GL scene graph
- Extremely fast, fully scalable text
- MultiPointTouchArea
- Particle system
- Many, many other improvements





Qt Multimedia

- New essential module
- Audio and Video playback and recording
- Streaming
- Camera support
- Uses native system API as backend





- Up to date WebKit
- Latest HTML5 features
- WebKit 2 process separation for Qt Quick
 - Better stability
 - Does not block the UI





... and the remaining pieces

- Qt Graphical effects
 - Advanced graphical effects for your Qt Quick based application
- Qt XmlPatterns, Qt Script, Qt Sql, Qt Svg, ...
 - Fully compatible with Qt 4.8
- Qt Declarative
 - The Qt Quick 1 engine, also fully compatible with Qt 4.8
- Many other Add-ons available
 - Qt 3D, Qt Location, Qt Sensors, Qt Wayland, Qt Serial Port, ...
 - Not part of the official Qt 5.0 release
 - May get added in future releases





Qt 5.0 release anticipated by end of the year





The road ahead





Time based releases

Two feature releases per year







Coming 2013





Coming 2013





*: BlackBerry...

Tier 1 in 2013







Under investigation





Device development

2013





Qt Quick Components for Desktop & Touch

Before summer





Build system and Deployment

Before summer





Tooling improvements

Incremental





Fully support more Add-ons

Incremental





The future looks bright

